

In the claims:

Delete claims 1-35 and add the following claims:

Sub. c1> 36. (new) A method for a player to play a casino game comprising:
receiving inputs from the player during play of the casino game, the received
inputs limited to a given number,

A3 awarding an amount to the player based on the number of received inputs used to
uncover a compound hidden pattern, the largest amount awarded to the player occurring
with the least number of received inputs from the player to uncover the compound hidden
pattern, the smallest amount awarded to the player occurring with the given number of
received inputs from the player to uncover the compound hidden pattern,

ending the casino bonus game when the player in response to awarding the
amount.

37. (new) The method of claim 36 wherein the compound hidden pattern
comprises a plurality of individual hidden patterns

38. (new) The method of claim 37 wherein a received input from said inputs from
the player on a portion of one of the plurality of individual hidden patterns uncovers the
entire aforesaid one hidden pattern.

39. (new) The method of claim 36 wherein the largest amount awarded is a
progressive jackpot.

40. (new) The method of claim 36 wherein the amount awarded is a free game.

41. (new) A method for a player to play a casino game comprising:
receiving inputs from the player during play of the casino game, the received
inputs limited to a given number,

awarding an amount to the player in a range of amounts, the largest amount in the
range awarded when the least number of received inputs from the player uncovers a

$\frac{d}{dt} \left(\frac{\partial L}{\partial \dot{x}} \right) = \frac{\partial L}{\partial x}$

42. (new) The method of claim 41 wherein the largest amount is a progressive jackpot.
43. (new) The method of claim 41 wherein the amount awarded is a free game.
44. (new) The method of claim 41 wherein the casino game is a strategy-based game, the player with strategy uncovers the compound hidden pattern using the least number of received inputs.
45. (new) The method of claim 41 further comprising:
awarding the player when entering play of the casino game from another casino game.
46. (new) The method of claim 41 further comprising:
ending the casino game when the given number of received player inputs occurs without the player uncovers the compound hidden pattern.
47. (new) The method of claim 41 further comprising:
entering play of the casino game from a gaming machine before receiving inputs from the player.
48. (new) The method of claim 41 further comprising:
entering play of the casino game from another casino game.
49. (new) The casino game of claim 41 further comprising:
playing another casino game only when the compound hidden pattern is uncovered by the player in the casino game.

50. (new) The method of claim 49 further comprising:
always awarding the player in the play of the other casino game.

51. (new) The method of claim 49 further comprising:
ending the casino game after play of the other casino game ends.

52. (new) A strategy-based casino bonus game method for a player of a gaming machine comprising:

entering the strategy-based casino bonus game from the underlying casino game,
playing the strategy-based bonus game in at most a given number of player inputs,
awarding the player for each successful game result during play of the strategy-based bonus game,

ending the strategy-based bonus game when the given number of player inputs have occurred without obtaining an overall game solution,

awarding the player based on the number of player inputs used to obtain the overall game solution.

53. (new) The method of claim 52 further comprising:
awarding the player when entering the casino bonus game.

54. (new) The method of claim 52 in which awarding the player when the overall game result is obtained further comprises:

playing a game,
awarding the player in the game.

55. (new) A casino bonus game method for a player of a gaming machine comprising:

entering the casino bonus game from the underlying casino game, the casino bonus game having a solution,

awarding the player when entering the casino bonus game,
playing a strategy-based bonus game in a given number of player inputs,

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awarding the player for obtaining the solution during play of the strategy-based bonus game,

ending the strategy-based bonus game when the given number of player inputs have occurred without obtaining the solution,

playing a second game when the solution is obtained by the player in the strategy-based bonus game.

56. (new) The method of claim 55 further comprising:

awarding the player based on the number of player inputs used to obtain the solution.

57. (new) The method of claim 56 wherein the solution comprises a plurality of individual hidden patterns.

58. (new) The method of claim 57 further comprises awarding the player for uncovering each individual hidden pattern.

REMARKS

New claims 36-51 are directed towards the novel feature of providing a casino bonus game limited to a given number of inputs from the player. The player has a given number of inputs in which to uncover a compound hidden pattern. If the player uses all of the given number of inputs to uncover a compound hidden pattern, the player receives the smallest award. If the player uncovers the compound hidden pattern in the least amount of inputs, the player receives the largest award. This is illustrated, for example, on page 22 of the specification.

New claims 52-58 are directed towards a strategy-based casino bonus game in which the player is given at most a given number of player inputs to obtain an overall game solution. The player is awarded for each successful game result during play of the bonus game and is further awarded based upon the number of player inputs when the overall game solution is achieved. If the overall game solution is not achieved, the bonus